



# CM 99-42

# Fast'n Furious

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Desert Sportsman PS—Mods. by US Design Team

**START POSITION:** Standing in Box A facing barricade with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

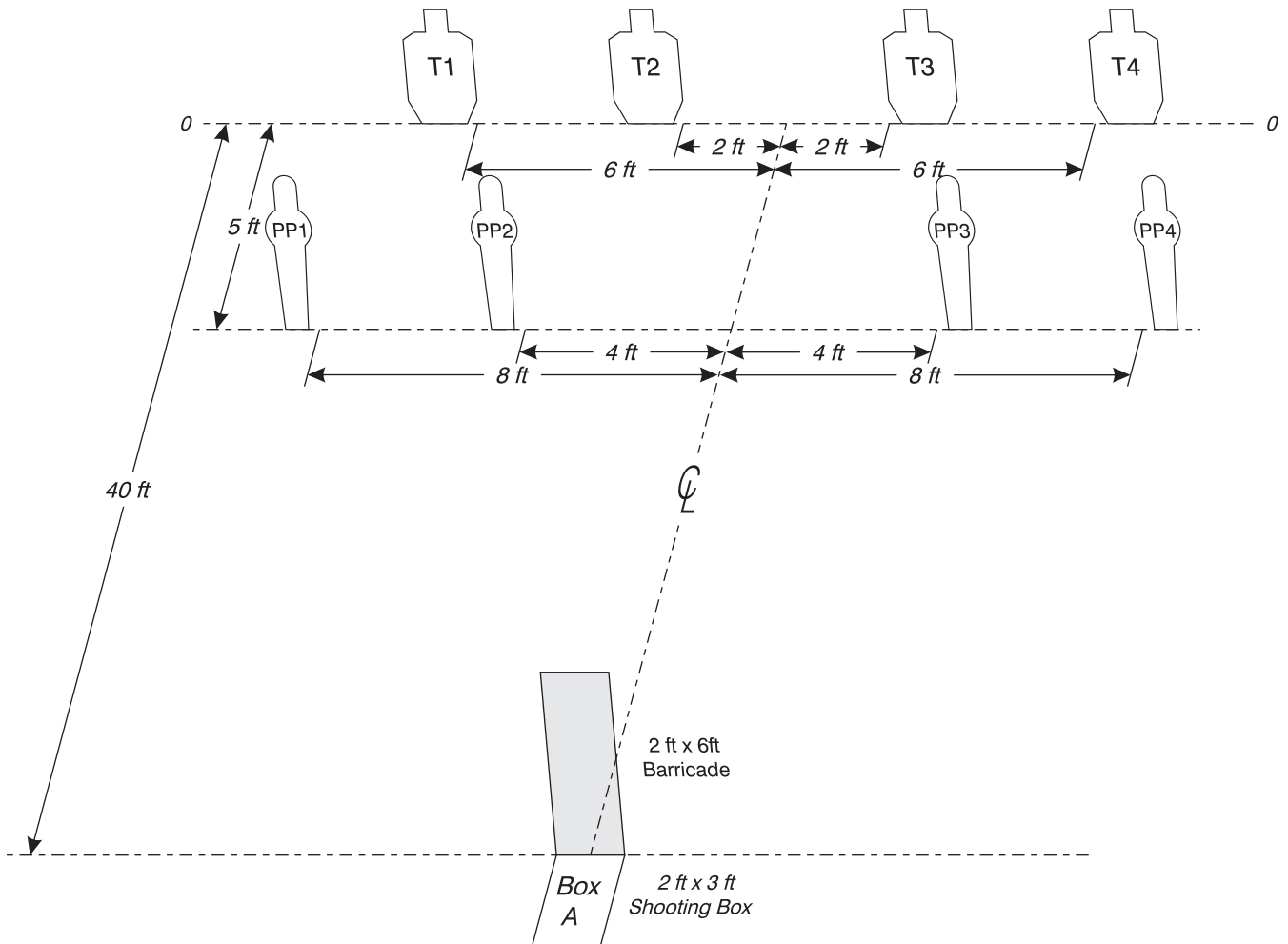
### STAGE PROCEDURE

Upon start signal, from Box A, engage only PP1, PP2, T1, and T2 from left side of barricade, make a mandatory reload, and from Box A, engage only PP3, PP4, T3, and T4 from the right side of barricade.

Competitor may begin on either side of the barricade.

### SCORING

**SCORING:** Comstock, 12 rounds, 60 points  
**TARGETS:** 4 Metric, 4 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD = 1 A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Handgun Competition Rules  
Failure to perform mandatory reload will result in one procedural penalty for each shot fired.



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders.



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### Written Stage Briefing

Fast 'n Furious is a 12 round, 60 point Comstock classifier course. There are 4 metric targets and 4 pepper poppers. The best two hits per paper will score, steel must fall to score. The start signal is audible.

The start position is standing inside the shooting area, facing downrange with hands relaxed at sides. Handgun is loaded and holstered.

PCC start position is standing in Box A, facing downrange, stock on belt, muzzle touching the mark, loaded carbine held in both hands with safety on.

On the audible start signal, from within the fault lines, engage PP1, PP2 and T1-T2 from left side of barricade, make a mandatory reload, and engage PP3, PP4, and T3-T4 from the right side of the barricade,. Competitor may begin on either side of barricade. Only one mandatory reload is required, but must be made when changing sides of the barricade for the first time.

Note: Mark for PCC is 3 feet above ground, centered on the barricade.





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**TGT A B C D M**

USE NUMBERS - NOT HASHMARKS

<b>T1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T2</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T3</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>T4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>2</b>
<b>STL</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>4</b>

TOTAL HITS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>12</b>
MAJ	X5	X4	X4	X2	X-10	
MIN	X5	X3	X3	X1	X-10	

STATS ONLY  +  +  +  +  =

<b>COMSTOCK PENALTIES</b>	
<input type="text"/>	PROCEDURAL (-10 EACH)

<b>TIME</b>
TOTAL TIME <input type="text"/>



MINUS PENALTIES OF   
 EQUALS TOTAL SCORE   
 DIVIDED BY TIME OF   
**HIT FACTOR =**   
 (4 DECIMAL PLACES)

Shooter: \_\_\_\_\_

RO: \_\_\_\_\_

**REMARKS**

\_\_\_\_\_

\_\_\_\_\_

SHOOTER NUMBER <input type="text"/>	<b>Open</b>	<b>Lim.</b>	<b>Lim. 10</b>	<b>Prod.</b>	<b>Rev.</b>	<b>Sing. St.</b>	<b>MAJOR minor</b>	
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NAME \_\_\_\_\_ USPSA # \_\_\_\_\_